ACUC

Amstrad CPC User Club Magazine

2022 JUNE | ISSUE 1

WE SUPPORT AMSTRAD CPC/PCW/NC/GX

PRODATRON INTERVIEW

PCW CORNER

NEWS

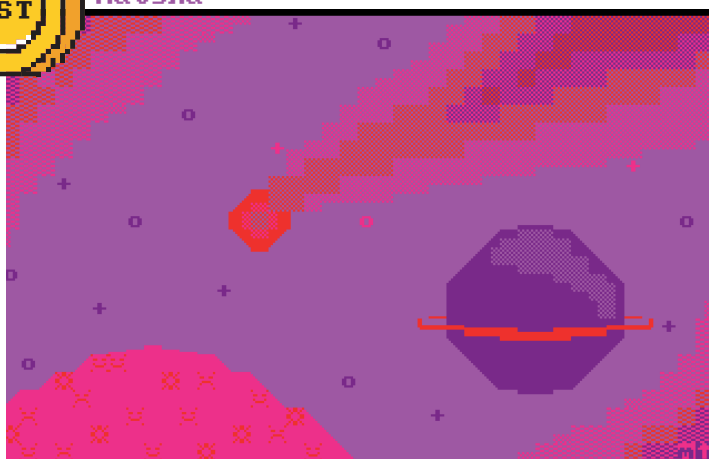
From DoctorCPC

AND MORE

AMSTRAD ASCII

1ST

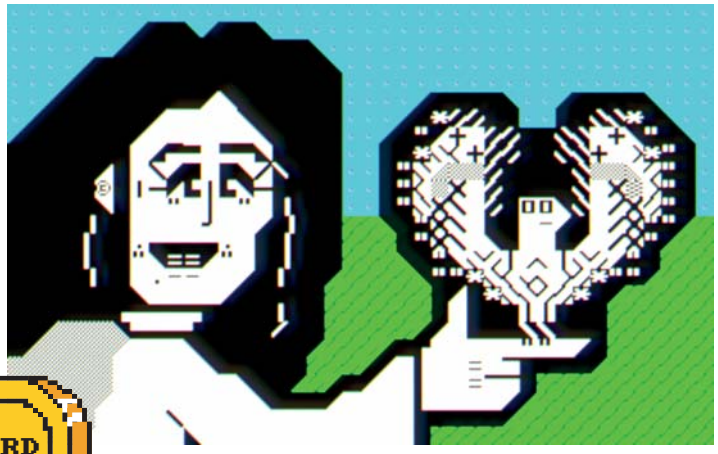
Matsha



2ND

chrisdemballs

Illarterate / Mistigris



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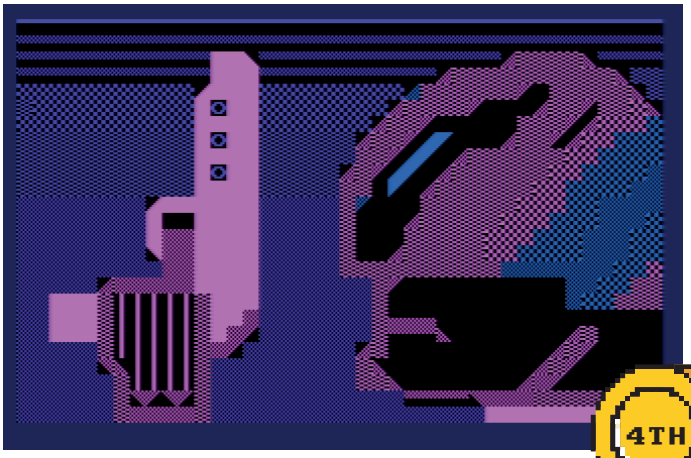
Gorgh / Agenda



4TH

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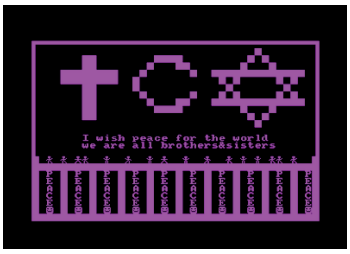

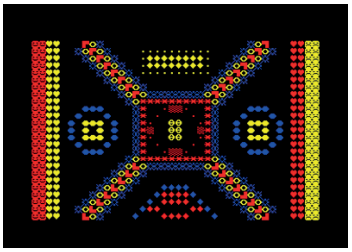

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ACUC Amstrad CPC User Club Magazine

EDITOR : DOCTORCPC

MAGAZINE DESIGN : GKTSCREATIVE

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S4G SOFTWARE 4GALAXY PUBLISHING

EDITOR'S CORNER

As you know, countries such as France, Spain and Germany are quite ahead in terms of Amstrad CPC. I am publishing this magazine from Istanbul, Turkey. A great Amstrad CPC/PCW/NC/GX magazine has arrived from Constantinople as you may know it. I think PCW and NC series are pretty much irrelevant except for Amstrad CPC and GX series. especially the PCW and NC series are just as interesting as the CPC series. my native language is not english and i don't have a perfect english. so I didn't feel the need to fix the occasional errors with a native speaker friend. I thought it should be a more friendly journal by not correcting minor grammatical errors.

There seems to be almost no Amstrad CPC enthusiast in Turkey. everyone knows about Amstrad CPC and sometimes they are interested but their primary computer is not Amstrad CPC. my primary passion is the Amstrad CPC/PCW/NC/GX series. My purpose in publishing this magazine is to breathe new life into the world of Amstrad CPC and also to make a contribution. it doesn't happen most of the time when I'm not considering the Amstrad CPC/PCW/NC/GX series. unfortunately I just don't have the Amstrad GX 4000 at the moment so I don't have a computer from the Amstrad CPC Plus series, but I use my CPC, PCW, NC computers best.

meanwhile, the magazine's logo was designed by Logiker on Amstrad CPC. I hope this fanzine will make you happy. It is a magazine that I have prepared with great pleasure. If the first issue attracts attention, I can set more regular release dates instead of publishing an irregular magazine. Thank you very much to the authors who wrote for the magazine. Believe me, sometimes it can be quite difficult to find an author to write about Amstrad CPC/PCW/NC/GX computers.

I would like to thank all my friends who contributed to this issue.

As a result, we are with you in this issue with great articles. If you want to write in the magazine, just send me an e-mail or reach me via whatsapp.

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I really intend to continue this magazine for many years. I hope it will be beneficial to the community of Amstrad CPC, Amstrad PCW, Amstrad NC and Amstrad GX.

LONG LIVE AMSTRAD CPC! LONG LIVE AMSTRAD PCW! LONG LIVE AMSTRA NC! LONG LOVE AMSTRAD GX!

READER'S CORNER

After so many years, the Amstrad scene is still very strong. There are active users who also create much new stuff. Unfortunately, the CPC users are cluttered over the whole planet. May this zine bring them a little bit together. I wish you good luck, DoctorCPC. Thanks a lot for your effort.

Logiker

While sticking stickers on keyboard keys of Amstrad CPC 464 computer, DoctorCPC's Touching your childhood was so beautiful and special. I'm following DoctorCPC Blog Page www.volkanatasever.com

Girl without an arcade game console

DoctorCPC's love for Amstrad CPC started from childhood. he is publishing this magazine with love. I wish the continuation of your success.

DoctorCPC's Mom

Its very nice. Go on. I want to successful for you. This Amstrad pcw was the first in the world and the first in Turkey when I bought it. The first brand to come to Turkey. It was very useful for me. I met this computer for the first time in my life, namely Amstrad pcw.

Mr. Sabit

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FAN ART

CPC BULLET

The CPCRetroDev 2021 , is the 9th edition of the University of Alicante's retro game creation contest.

This is the contest that rewards the best and most creative developers in the retro scene on Amstrad CPC464.

We could appreciate this contest for reveal a lot of great teams homebrews makers, and this contest was initiated and personalized by Profesor Retroman AKA "Fran" Gallego , also the creator of CPCTelera.

The CPC Bullet game is directly linked to this contest , because the week before the closing of the registrations for the competition, on Thursday, October 28, I was talking with friends like José Campina (@jomicamp) and Sakis (Amstrad Sakis), on the theme of the basic locomotive. And around that, they told me , that it is never too late to do a little stuff, in this contest of the exclusive BASIC games section. Just for fun.

The closing was Tuesday, November 2th at midnight or just 5 days ^^!
So I went on a very simple thing and above all, do not use assembler, no binary, and no machine language.
This was far too fair, because in addition to creating an account itch.io, there was a whole set of specifications to provide, such as Screenshots, a CDT version (cassette), a user manual, etc. ....
I had tried to make the game quickly and alone; and to provide all the documents requested for effective admission.
Unfortunately, too late, at midnight on Tuesday, on November 2th, I had things not transferred and therefore incomplete ^^.

The next day, I decided to put the game online for free download on the Amstradiens Facebook group and explaining its origin and the reasons for its free access.
Subsequently, a colleague and friend, Eric Cubizolle, AKA Titan (who also works on the graphics of Octopus G&W version and Deluxe version on GX4000) contacted me to improve the very basic and simple graphics of the CPC Bullet project that were done in a hurry.
At the same time, I took the opportunity to redesign the program and add some little ASM, because I was no longer constrained by 100% basic and add improvements with small quick patches.
I asked the music creators scene, to solicit a melody to put a music, on the menu of the game to make it cooler.
I got in touch with Mr Lou, thanks to his awesome collaborative platform.
Titan's 4 GFX screens, sprites and level textures were added and integrated thanks to the quick redesign of the program that I had done.
Mr Lou's music was also integrated with his chord and it's really cool.
I thank Titan and Mr Lou for their contributions and good spirit!

The final version of CPC Bullet (V3) includes all these additions as well as compatibilities of the CPC464 and 6128 and to generate a cassette version that is OK and will arrive soon also.
I also learned that another Frenchman Lord KrakenDev, had also tried to compete in the CPCRetrodev 2021, therefore he started from a project much earlier and in ASM by consequence , with his game : AmstRed.
He was Ok for the contest, unfortunately eliminated too, but for a technical question of loading his game. Too bad. The specifications are precise and complete ^^.

For CPC Bullet , of course , as regarding the game it could be more quicker , but why not I will redisgn it in full ASM in future , but the genesis of this game was as it was .
For CPC Bullet, here's how a contest can sometimes lead to a small game, even if it was far too late to be accomplished!

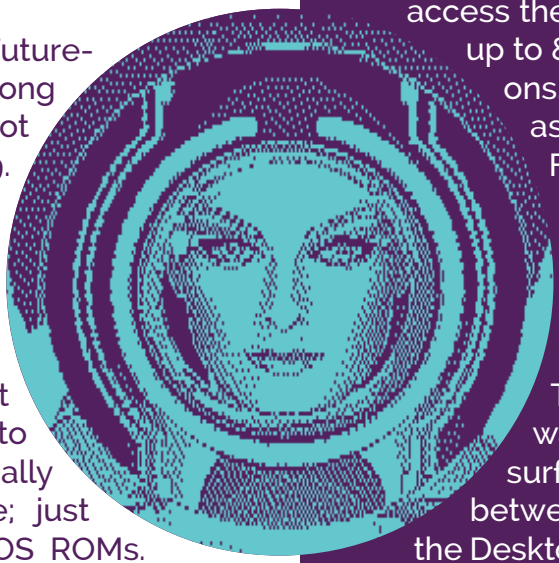
```
Cyrille "Ayor61" Gouret:  fast code
Eric "Titan" Cubizolle : GFX sprites
GFX  textures and allGFX screens
Roald "Mr Lou" Strauss :  Music
```

FUTUREOS CORNER:

What is FutureOS anyway?

For the Amstrad CPC6128 and 6128Plus computer range you can find a few operating systems (OS). What we all know and probably use most of the time is the built in Firmware. In addition there are CPM 2.2 and CP/M Plus. Both were delivered with the computers itself. Later on the CPC scene itself developed its own OS's. First there was FutureOS and later SymbOS. Both of them have advantages over the native OS and CP/M.

Here we want to talk about FutureOS, which is one of the long lasting projects on CPC. It got started in the year of 1989. (Yes, in the same year Flynn disappeared on the grid). Back the day CPC's already had lots of hardware expansions, which were – sadly – more often not (completely) compatible to each other. That's especially true for included software; just have a look at different DOS ROMs.



Therefore the first goal of FutureOS was to support all the available hardware expansions using the same OS.

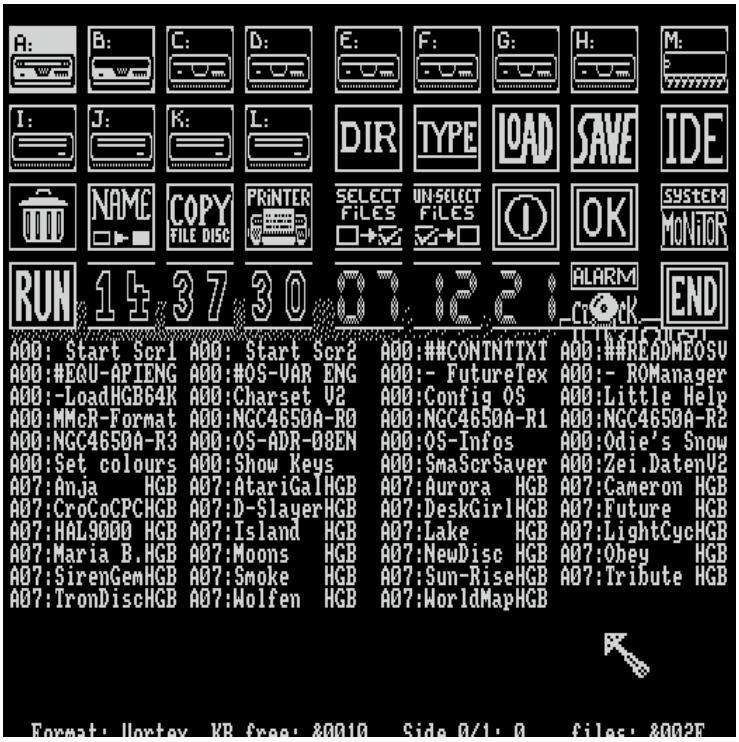
In addition – let's face it – the CPC is consumer electronics, and not a highly unpayable super-computer of its era. For a Color Personal Computer (CPC) it had well hardware and firmware for the day of its release. The best choice anyway as we all know :-). But as times go by new features became of interest. And amongst them one is needed most: 'More power'. This means to speed up the OS. This can be achieved in two ways: First recode the slowest OS functions in a quicker way (demos usually do that). Examples are character output and management of RAM and floppy disc drives.

Second allow the applications to use more features of the hardware and hardware expansions. Therefore the second goal of FutureOS is to provide an OS with very quick OS functions and a huge degree of freedom for applications. Interestingly on CPC only CP/M Plus and FutureOS allow the usage of the second register set of the Z80 processor. In addition FutureOS allows applications to utilize all the RST vectors and to access the hardware directly. RAM from 0 up to &B7FF can be used by applications. Eventually, the result was an astounding gain in performance.

FutureOS has a monolithic architecture, which means that its OS functions are written in a way to deal with the hardware of the CPC and its expansions in the most efficient way.

There was a third goal. And this was to provide a modern desktop surface for efficient interaction between users and computers. Today the Desktop of FutureOS may seem strange to non-CPC users. However, back the day there was no Windows and neither MacOS. So FutureOS has its own appearance.

Now, let us have a look at the Turbo Desktop of FutureOS: It consists of three regions: The upper half of the screen is dominated by icons, which provide the needed functionality. The screen's lower half shows directories of different kinds of storage media. And at the very bottom there is a status and error line. Underneath of all that you can place your personal wallpaper in CPC's screen mode 2. See figures 1 and 2.



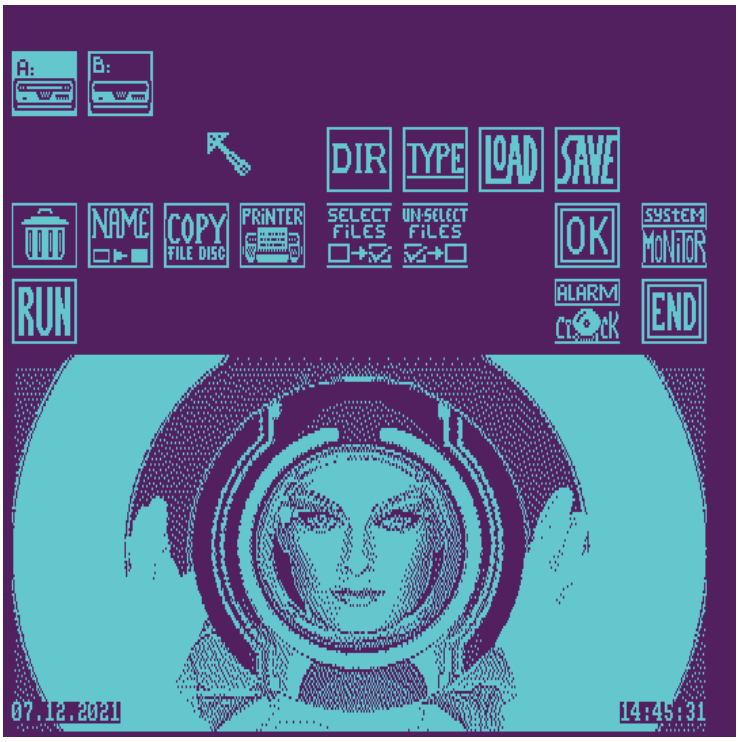


Figure 1 shows the Desktop in full mode. All icons are shown. Below you see the directory of drive A and at the bottom there's the status line.

Figure 2 shows the Desktop in Spartan mode. Only the currently usable icons are shown. Below you see the wallpaper and at the bottom there are date and time.

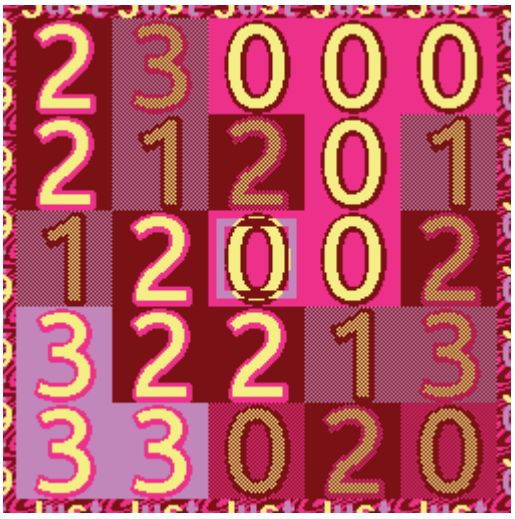
You can get further information about FutureOS at: **www.FutureOS.de**

If you have a questions regarding FutureOS then please email.
The answers will be provided in the next FutureOS corner.

TFM of FutureSoft

JUST GET 9

The name says a lot about this game. In its style it's very similar to 2048. Somoene might even compare it with bejweled but just a little bit more difficult. As the name says it, your target is to get 9. You play on a grid of 5 x 5 elements. Initially it's filled with random but low numbers. Equal numbers, that touch each other can be upgraded to the next number by selecting one number within this group. All other number disappear fall down (gravity, you know) and the grid is filled up with new numbers from the top.
Can you arrange the numbers, so that you finally get the number 9? Although the idea of the game sounds very simple, this game is very addictive. There is wonderful sound, also speech synthesis, the graphics looks very good, you even have many options to customize the game and, when you play the game, time just flies. Highly recommended!

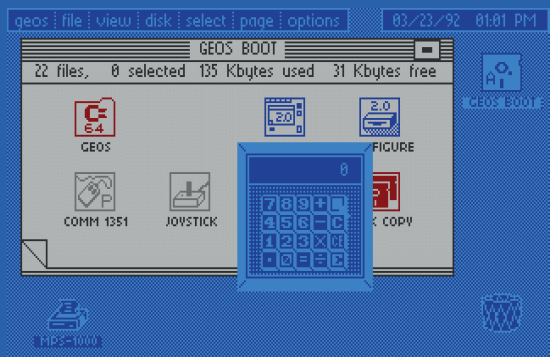


Download disc and tape version from:

Logiker

Prodatron
Interview

DoctorCPC:
First of all, I apologize for my not perfect English. I've been hearing his name for years. Few in the Amstrad CPC community do not know you. But I want to get to know you deeply. who is prodatron? how old is he? what does it do? What does prodatron nickname mean? Briefly, for the few people who don't know you, can you introduce yourself to us?



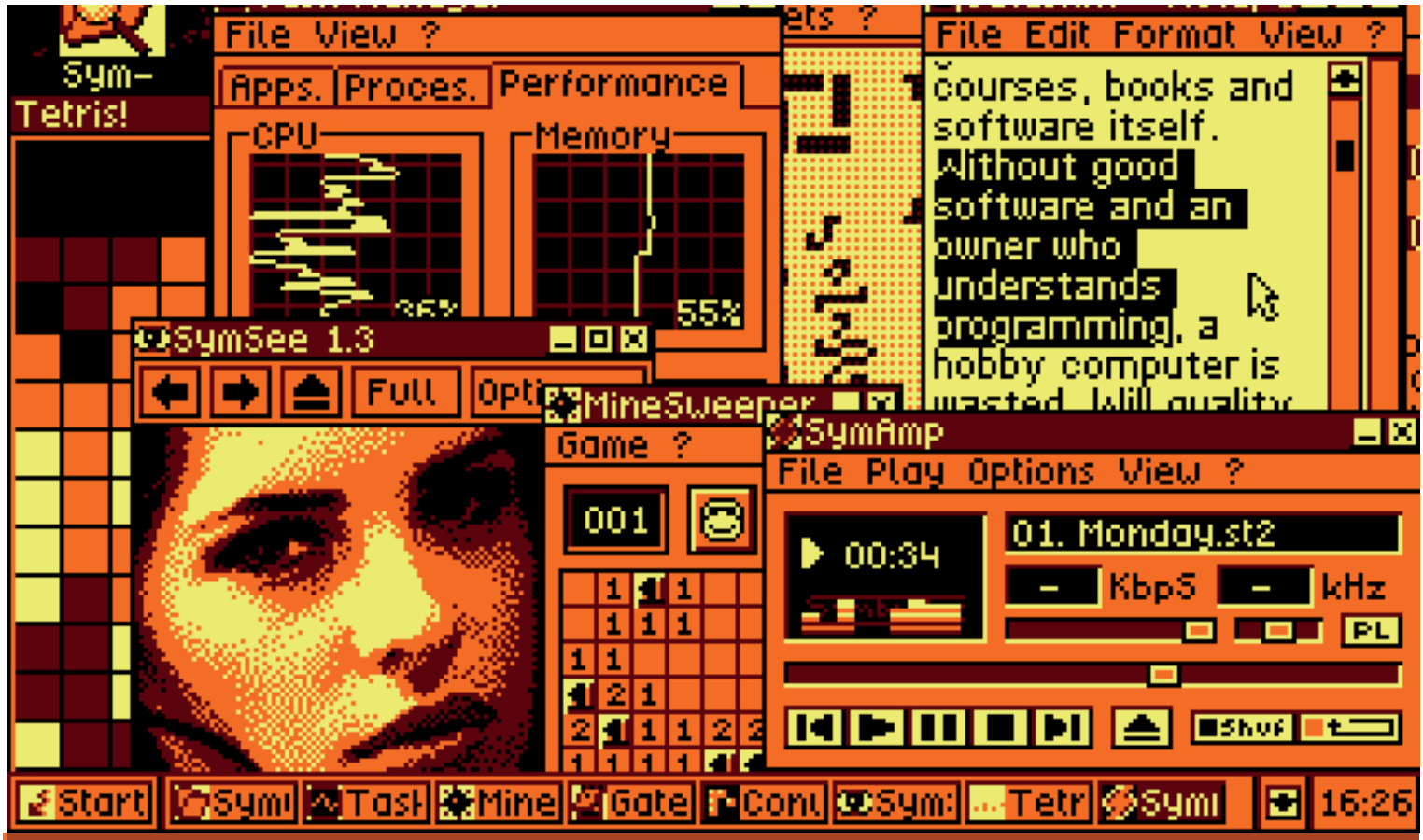
Prodatron:
No problem about the english, it's always cool that there is a language which we can use to communicate :)

Prodatron is me, Jörn Mika, an already middle-aged German living close to the dutch border in Germany. In my normal life I am just a software/AI developer, today mainly Python focused, the coolest language on earth behind Z80.

My nickname Prodatron was a stupid construction back in the late 80ies when my computer friends forced me to have a "pseudo" as well: It's just a mixtured of "programming", "data" and "electronic". It has nothing to do with "Predator", as I am not a hacker/cracker, something which I don't like at all as I like more to create new things.

DoctorCPC:
symbos operating system is the most successful work in the Amstrad CPC world for me. Where did the idea for symbos come from? Will Symbos be further developed? There is more software in Symbos that we need. Will these improvements continue? In short, will our Amstrad CPC turn into a full workstation? of course within the boundaries of the Amstrad CPC. by the way, does Amstrad CPC really have limits?

Prodatron:
During the second half of the 80ies I became very excited about GUIs in general and then about multitasking. It was already crazy to see GEOS for the C64 back in these days. And then getting the first experiences with multitasking thanks to the Amiga Workbench. The whole time my only thought was, that I want that for the CPC as well.



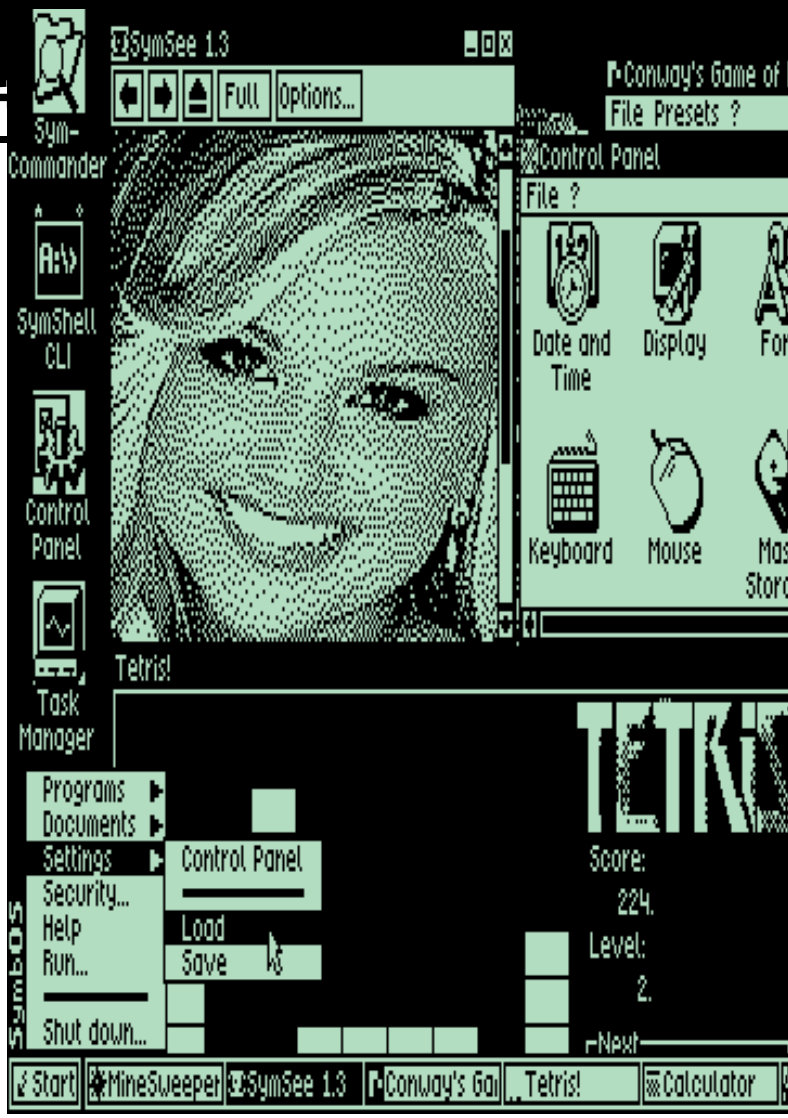
DoctorCPC:
symbos gets a great look with the v9990 graphics card. Can different graphics cards be adapted? Can symbos use these graphics cards?

Prodatron:
Thanks to the CPCs origin, where there was the need for three different low level screen drivers, SymbOS is able to support any bitmap enabled graphic device with 2, 4 and 16 colours. Thanks to the MSX and the Graphics9000 graphic card the capabilities have been fully extended for 16 colour support. With a maximum of 16000x16000 pixels there is practically no limit for the resolution. SymbOS loves graphic hardware with an own blitter, a so-called 2D-accelerator. This makes it possible to handle big screens of 57K VRAM and more on a 4MHz CPC in a fast way.

DoctorCPC:
Is there a piece of hardware that you particularly lack while developing the Symbos operating system? so if you wanted your dream hardware on the Amstrad CPC, what kind of hardware would it be?boundaries of the Amstrad CPC. by the way, does Amstrad CPC really have limits?

Prodatron:
When I started SymbOS I was happy with a joystick, a floppy disc drive and a memory expansion. Then the SYMBiFACE II appeared and set a new standard for all-in-one hardware, which last for nearly 10 years. Memory, mass storage, mouse, RTC, there was all what SymbOS needed. But during the last years we got a real new boom regarding new hardware developments. I think especially the CPC scene is really great in this discipline. And beside projects like the M4Board and SYMBiFACE 3 we are now even able to connect existing hardware from other computer platforms. I am perfectly happy, there is all we need. My only secret dream is to have a system with multiple Z80 cores to realize multiprocessing with the SymbOS multitasking kernel, but that's another topic.

DoctorCPC:
In 2022, we are dealing with computers made in 1984. and I am a total Amstrad CPC/PCW/NC and GX enthusiast. but why do we love these computers so much? why can't we give up on the Amstrad CPC and a few more custom computers. And there are a lot of people like us. do you think we are crazy? Or are we the last warriors?

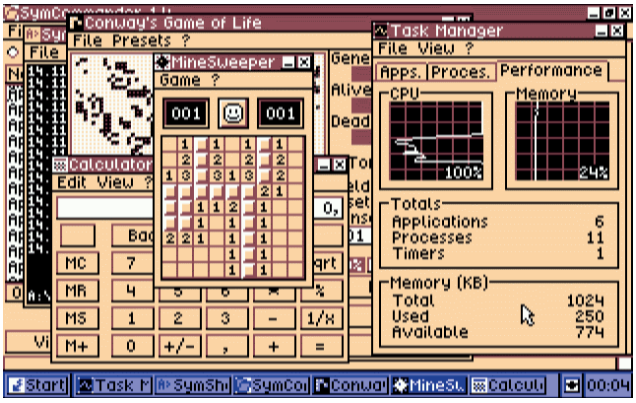


Prodatron

Very nice question! First it's a hobby like many other hobbies. Hobbies are great. You don't do it for earning money, but you still create nice things you like, maybe even useful ones. You always learn something new and you share it with other people. It's great to have hobby friends around the whole world today, from Asia to South America, from Europe to Australia. I think this is really cool.

Especially for you and me and many others of our kind it also remembers us about our childhood and all the years we had fun with these computers in the past. And there are even newcomers, which were too young in the 80ies. But they found out, that it is interesting to work with a machine, which is simple enough to understand all its internals. You learn to solve a problem in the best optimized way without wasting resources, something which impressed me for the real life as well.

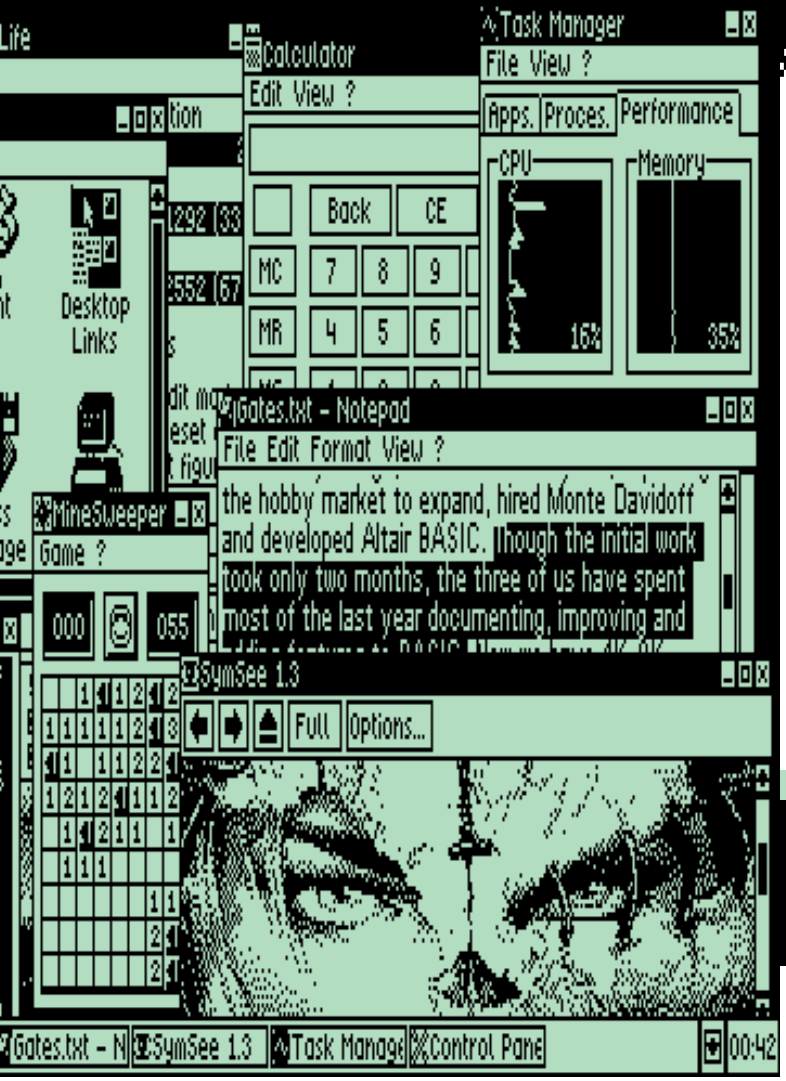
DoctorCPC:
What projects do you have in mind? Can you share your future plans for symbos?



Prodatron:

For the next release I am planning an advanced version of Notepad with unlimited text sizes, a sound daemon, full G9K and SYMBiFACE 3 support for the Amstrad PCW, video playback with sound and a lot of additional smaller things. We will probably see new impressive fullscreen games for all platforms with G9K support thanks to the new support in Quigs. Regarding new applications I still wish to finish SymPaint somewhen in the future and start a spreadsheet application. Another dream is to port the mobile version of Lemmings to SymbOS.

DoctorCPC:
Do you think the next generation after us will continue this passion? Or will the passion for Amstrad CPC/PCW/NC/GX end after us?



Prodatron
I know young people who are working full of devotion with teletypewrites from the 1950ies. No doubt that some of the next generation will share our passion as well. It's a fact that most of our kind are middle-aged now, so there is the possibility that our group will shrink in the far future. On the other hand there are always people who suddenly return to the retro scene after beeing silent for many years. Another trend is to unite with other 8bit retro scenes. In the past there were pure CPC or C64 or whatever meetings, today many of the meetings are cross-platform, which is very interesting as well.

DoctorCPC:
What would you recommend to the next generation of computer scientists?

Prodatron
Never forget about the roots. Even for the most complex software projects it still helps when you know what happens 17 layers underneath your code :D

DoctorCPC:
Is your favorite computer Amstrad CPC or Amstrad PCW? Are you interested in other models?

Prodatron
My favourite computer is the Amstrad CPC, and this will probably remain forever, as it was my childhood pal :) I still work with the same one, which I bought from my hard-collected pocket money back in the 80ies. I like the simple but complete design of the PCW. In my opinion one of the best 8bit machines ever is the MSX, as it has a great hardware and software design and since the MSX2 a lot of power as well. I also love the Enterprise, for me it feels like a brother of the CPC but more clever and advanced. From all the 6502 machines I really like the Atari 8bit machines most with its very nice retro scene.

DoctorCPC:
What are your thoughts on the Amstrad CPC User Club magazine, ACUC magazine, which has just started in the publishing world? We planned to publish this magazine 3 times a year.

Prodatron:
Since I know three issues of your Bitsector magazine and its very good layout I am pretty sure that the ACUC magazine will be fantastic! I didn't see anything like this for the CPC for a long time, so it was a great news for me that you are planning and realise this project. It's one of the important things, which keeps the CPC scene alive and together. I am really looking forward to the first issue!

DoctorCPC:
Thank you for doing this interview with me. What is your last message to Amstrad CPC, Amstrad PCW, Amstrad NC and Amstrad GX users reading us?

Prodatron:
I have four words for you: I . love . this . scene, yeah! :D

DoctorCPC: Long Live Amstrad CPC! Long Live Amstrad PCW! Long Live Amstrad NC! Long Live Amstrad GX! Long Live Symbos! long live Prodatron and you should put your signature to great projects...

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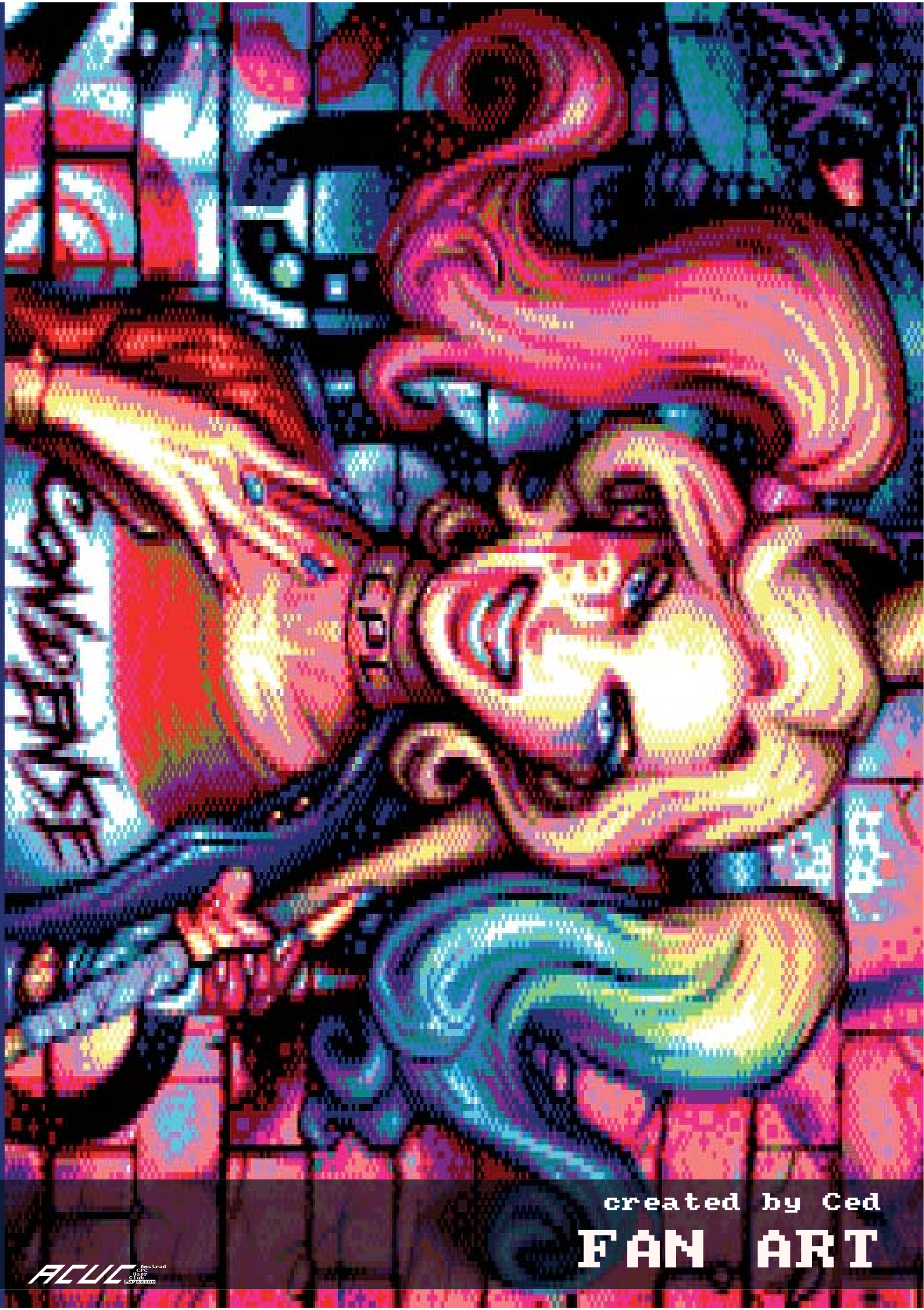

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FAN ART

PCW CORNER

Fifty Two Years and counting

The first time I programmed a computer was in 1969. Our mathematics teacher took some of us schoolchildren, each Wednesday afternoon, to the local technical college where we learned FORTRAN. We wrote our very simple programmes out on special paper with little squares and then we typed it into a paper tape punch. This was like a giant typewriter and as we typed, a paper tape emerged which the machine had punched holes in. If we made a mistake, we had to start again as it could not be corrected.

At the end of the afternoon we placed our tapes in a special tray and went home. During the week, our programmes were fed down a modem line to Manchester University where they were run. Each week we would check the output from our previous week's programme to see if it had worked. Imagine waiting a week these days!

At University we wrote Fortran and BASIC. This time the programmes were typed onto punch cards – one card for each line of code. We laughed when a student dropped his pile of cards and had to painstakingly put them back in order. We still had to wait a whole day for the output from our programme though. In my final year, the Engineering department got it's own computer – it was the size of a wardrobe. In the evenings we had unlimited use of it. However, for the first time we could enter, edit and save programmes before we ran them.

Each Engineering student had their own reel of tape on which to record programmes – progress!

I also became interested in electronics at this time. Amongst other things I designed and built an electronic lap counter for Scalextric.

After university, at work, we wrote lots of FORTRAN and BASIC when designing vehicles. We could now run programmes the same day and no longer needed slide rules!

In the early eighties I had tried Sinclair computers, BBC micros and other small CP/M computers but they were all unsatisfactory for one reason or another. Then it all changed. First, in 1981 the IBM PC was launched, which is the ancestor of today's Windows computers and then Amstrad launched the CPC464. My company bought an IBM PC and for the first time we could write programmes and run them immediately. My wife and my mother bought me an Amstrad CPC464 for Christmas 1984 and I now had a proper computer at home and work.

In the following years I learned 8086 assembler on the IBM PC and Z80 assembler on the Amstrad. At work we were also using UNIX on HP mid-range machines. I wrote a number of programmes to take data from a customers machine and reformat it to load onto Transport and Warehousing systems at my company using C.

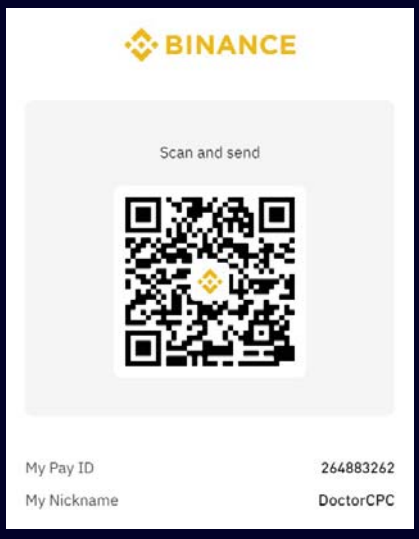
In 1990 I switched to IT and started designing networks. I became involved in switches, routers, fibre optic links and firewalls which eventually became the Internet. I continued to do this for large companies and universities until I retired.

When I retired I bought two CPC6128s and two PCW8512s in one weekend. In my electronics 'shed' I started building MX4 boards, memory expansions and ROM cards designed by revaldinho. I bought an M4 card from duke, Goteks from China, USIfAC from ikonsgr in Greece, Flash Gordon from Pulkomandy in France and a Dandanator from rebobinando in Spain. I learnt to use KiCAD so I could design my own PCBs and get them made in China. The CPC range of computers is well served by expansions and add-ons but the PCW is not. Because of this I started spending more time on the PCWs.

I must confess I now also have a 464plus and a GX/4000. Nearly one of everything!

I bought a 'bare' PCW8512 motherboard from ebay and now use this as a test bed for Goteks, mouse interfaces, video interfaces and soon the Symbiface3. I'll tell you more about that another time!

I can be contacted on the cpcwiki.eu forum as Richard_Lloyd.



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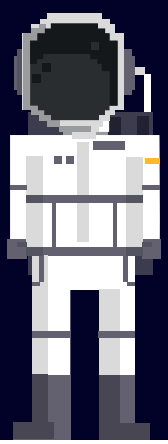


Fifty Two Years and counting

When the Amstrad CPC range of home computers was launched in 1984, Amstrad immediately became a major player in the home computer market by selling a 'complete' computer that came with monitor and built-in cassette recorder. No more arguments with the family for the family TV and tapes could be loaded much more reliably!

A year later in 1985 Amstrad launched the PCW aimed at the business market. The existing PCs of the day were eye-wateringly expensive and the Amstrad PCW came in at a fraction of the price. The PCW was marketed as a 'Word Processor' and not a computer. However, software houses soon realized the potential and started writing other apps. Today, second hand PCWs are plentiful and not expensive. If you accept the fact that there is no colour display or built in ROM/-firmware then they are good value for money.

The PCW boots from disc. So, although sold as a Word Processor, it is the boot disc that makes it a word processor. If you want to use it as a computer, you simply boot with a different disc. As it happens, PCWs were supplied with a suitable disc containing the CP/M Plus operating system.

PCW Models

This article concentrates on the PCW8256 and PCW 8512. We'll start by summarising the whole PCW range before delving into the details of the PCW8000 models. However, if you want to try a PCW without buying one, you can, because there is an excellent emulator called CP/M Box that you run on your Windows computer. Written by 'Habi' in Spain, it looks and feels just like a real PCW. So go ahead and try before you buy!

Year	Models	
1985	PCW8256 PCW8512	256KB RAM, 180KB disc (A:) 512KB RAM, 180KB disc (A:), and 720KB disc (B:)
1987 1991	PCW9256 PCW9512 PCW9256, PCW9512+	3 inch disc drives 3.5 inch disc drives from 1991
1993	PCW10	Essentially, PCW9512 with upgraded Locoscript
1995	PCW16	No relation to earlier PCWs

The models, in reverse order can be summarised as follows.

PCW16 was a unique computer/software package that was not related to previous models. If you are looking for information on this model, don't read any further as this article will not help you.

PCW10 was essentially an updated PCW9512. The PCW10 and PCW9000 models share many features with each other and some features with the earlier PCW8000 models. So, some information in this article also applies to the PCW9000/PCW10 models.

The two PCW8000 models sold well and today they are easy to obtain inexpensively. As the supply of CPCs found in lofts dries up it is likely that interest in PCWs will grow, so get yours now!

Introduction to the PCW8256 and the PCW8512

Before you buy a PCW8000, you should learn your way around them. The following photos show the basic details that you should know. The PCW8256. It has 256KB of RAM and one 3" disc drive called the A: drive. This drive uses CF2 discs that store 180KB on each side – you turn them over and use each side separately, just like on the CPC range. The discs can hold a total of 360KB but it is split into 180KB on each side of the disc.

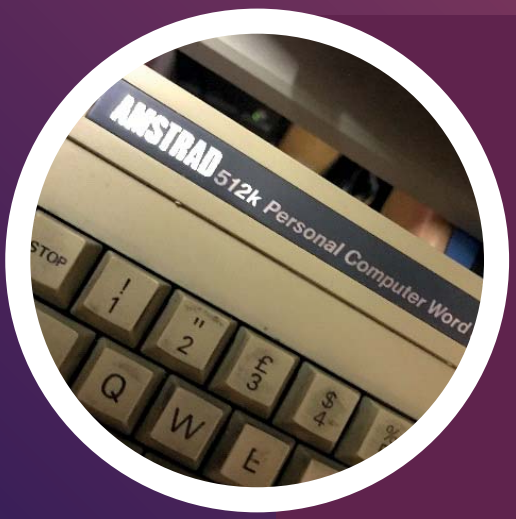
The PCW8256 Keyboard is marked 256K but it is the same as the 8512 Keyboard and you can use either.

The PCW8256 does not come with a second B: drive. Instead, there is a blanking plate as in this photo.

The PCW8512. It has 512KB of RAM and two 3" disc drives. The first drive is exactly the same as the one on the PCW8256 on the previous page

The PCW8512 comes with a second disc drive, but be careful, as it is not the same as the first drive. The second drive is called the B: drive and it uses both sides of a disc at the same time. It also packs the data more closely and can hold a total of 720KB in one go. You must always insert the disc the same way as it stores different information on each side. Most people always put side one to the left. Amstrad sold special CF2DD discs for this drive but users found that the CF2 discs would work also. It's up to you if you want to try this as CF2DD discs are now hard to come by.

On the right hand side of both models is the keyboard connector.

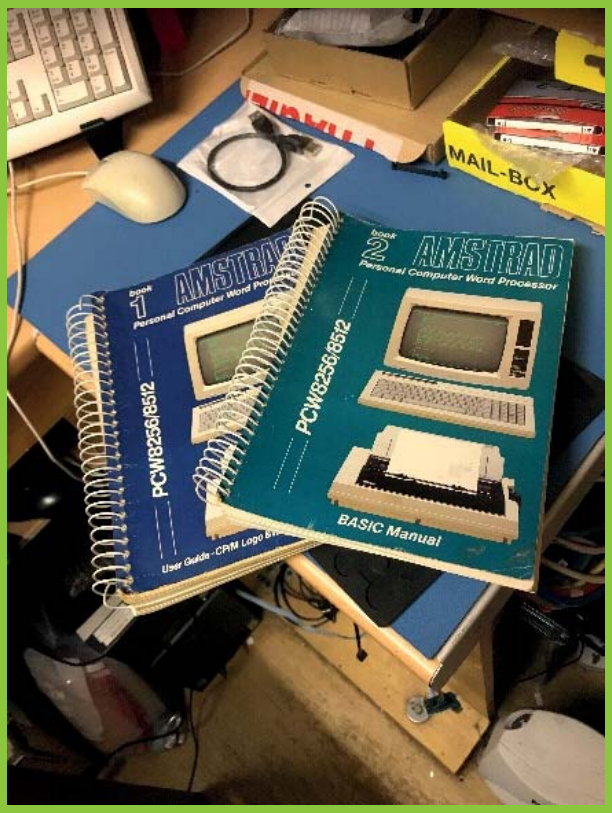


The PCW8512 Keyboard is marked 512K
but it is the same as the 8256 Keyboard and you can use either

Both models have the same connectors on the back. The UK model in the photo has, from the top working downward.....

- A 24V power connector for the printer
- A data connector for the printer ribbon cable
- The PCB edge connector for expansions.

Although the expansion connector is the same style as on the Amstrad CPC range, the pins have completely different uses and you cannot use CPC expansions.
Models sold outside the UK may have Centronics connectors.



Both models come with two manuals. The wire bound manuals in the photo are much easier to lay flat on the desk than the bound manuals that were supplied sometimes. The manuals are very comprehensive and cover the Locoscript Word Processing software as well as the CP/M Plus Operating System. Electronic PDF versions can be downloaded from the internet.

How to start/boot a PCW

If you power up a PCW (the power switch is on the front left hand side) without a disc in the A: drive, it does nothing! You get a blank screen and some beeps. The display may be green or white but the result is the same – a blank screen.

As stated in the introduction, the PCW has no on-board software ROMs so it ALWAYS needs a disc to start up properly.
PCWs are supplied with start-up discs for LocoScript Word Processing and the CP/M Operating System.

When the PCW detects a suitable disc in the A: drive, the display changes to a series of lines which move down from the top of the screen. When you see this you know you've given the PCW a disc of the correct type.
If the PCW has been started without a disc and the blank screen is displayed, insert the disc and press the space bar to restart. There is no need to power off.

If the disc in A: is a CP/M disc, the display finishes similar to this.

If the disc in A: is a LocoScript disc, the display finishes up like this.

Here are some examples of system discs supplied with the PCW8000 series.
Two discs are usually included. Each of the four sides has software for a variety of tasks.
They may be 'white label' like the ones on the left in this photo.
They may be 'coloured' like the ones on the right in this photo. The colour varies from country to country. The ones in the photo are 'English'.

Most users create a 'Start-of-Day' disc with LocoScript on one side and CP/M on the other. This disc can be left in the A: drive and turned over to start the PCW with the chosen system.
Now that we have covered the basics the next sections deal with the practical aspects of using a PCW.
Before we move on, this is a good moment to point you in the direction of some useful resources on the Internet.
Visit www.habisoft.com/pcwwiki for more information about all PCWs. Here you can find and download the manuals for the PCW8000 series along with the system discs in various languages. Explore the site for access to technical information, software and many other PCW items.
Visit www.cpcwiki.eu/forum and communicate with other users around the world. Although this site is aimed at the CPC range, there is an excellent section for PCW users. Just click on the section marked "NC100, NC200,PCW,PDA600 – the rest of the family!". Post any questions and you will be amazed with the response from very knowledgeable people happy to help.
Finally, Google "Amstrad PCW" for yet more information.

Buying a PCW8256 or PCW8512

PCWs are often listed on eBay, GumTree and other local Sale sites. They can also be found at Car Boot Sales.

Please take the trouble to watch eBay for a week or two and see how much they actually sell for and this will tell you how much you will need to pay. IGNORE the prices that people list them at because high priced PCWs just don't sell. If you buy a PCW in the UK via eBay that the seller will post, be aware that you cannot insure the parcel because the CRT tube is glass. If it gets damaged, you lose your money. Collect it if you can.

So how do you know if the PCW you are looking at is any good? Anything that is thirty years old is not going to be perfect so don't expect it to be unblemished. However, they are reliable machines and many simple faults can be corrected by anyone with DIY skills.

If a seller is including system discs, they should be able to demonstrate it working very easily. Ask the seller to power up the machine first with the LocoScript disc and then the CP/M disc. Look for the two screens shown in the photos in the previous section. If the seller cannot demonstrate the machine working then don't pay much money – there are plenty of working ones out there at reasonable prices! You can also buy system discs on eBay.

If you are offered a PCW that has been stored in a loft or a garage then be careful. Bring it into the room where you are going to use it and let it stand for a couple of days. The sudden change of temperature/humidity can play havoc with old electronics if switched on too soon – they need time to acclimatise.

The most common problem is . . . wait for it . . . the disc drive belt. If the PCW has stood for a length of time, then the belt will almost certainly have perished and turned into a black mush. The drive tries to spin the disc and nothing happens. Powering up with the system disc in drive A: has no effect and you get the blank screen. Fortunately, the A: drive in the PCW is the same as the disc drives used on the CPC range and there are plenty of YouTube videos showing how to fit a new belt to a CPC. PLEASE NOTE. A perished drive belt leaves rotten rubber stuck to the surface of the pulley and you MUST carefully remove all traces of the old belt. It is a slow boring process but don't be tempted to take short cuts – remove every bit of old rubber or the drive won't work properly.

To replace a belt you must first remove the back cover from the PCW. A WORD OF WARNING. The CRT tube and it's electronics may contain very high voltages. Keep your fingers away from the tube and it's power supply. Remove the back of the PCW, disconnect two cables from the A: drive, remove the A: drive complete with the metal cage and then remove the drive from it's cage. Now follow the YouTube videos.

Test every key on the keyboard. They are not made any more, you can only buy used keyboards from other PCWs. As stated earlier, the keyboard on the 256 model is the same as on the 512 model. The keyboards from some PCW9000 models will also work on PCW8000 models – ask on the CPCWiki forum and other users will guide you.

Good luck!

Other PCW features to be aware of

The PCW M: Drive

When a PCW has booted up and is ready to use, you may be surprised to find that there is an M: drive. Where did that come from? Well, when the PCW starts, the application on the boot disc grabs some memory for it's own use but this is a lot less than the 256KB or 512KB that is on board. So the PCW takes what's left and creates a virtual disc drive with the remaining RAM.

This RAM disc is very useful because it is fast and speeds up applications which would otherwise run from a 'slow' floppy disc. Simply copy the programmes from the floppy disc to M: and run it from there – it is much quicker. However, remember that the contents of M: will be lost if you reboot or power off. So, make sure you save any work to a floppy BEFORE you reboot or power down.

Screen size and colour

Most computers of this era had text displays based on 80 characters per line and 24 lines deep. The text display on the PCW is 90 characters wide by 32 lines deep. This was so that when word processing, the entire document width could be seen on screen, not possible with only 80 characters. This is quite useful when writing programmes as you can see more on a single screen.

The PCW does not support a colour display.

Printers

The printers that come with a PCW are not standard. Much of the circuitry of a standard printer is inside the PCW itself. If you want to use a standard printer, please see the later section on Upgrading a PCW.

If you choose to buy a PCW printer, be careful. The printer may work but the ribbons and daisy wheels are almost unobtainable.

Keyboards

The PCW keyboard layout is not the same as a Windows keyboard. PCW keys give different results when pressed with Shift, Ctrl or Alt. The manuals give more detail on this.

Mouse

The PCW is not supplied with a mouse. They are available but be careful, there is more than one type. Please see the later section on Upgrading a PCW.

Games

Oh yes, there are lots of games out there. They can all be played by using the keyboard but some also support a mouse or joystick.

Expansions

There is an expansion connector on the back of the screen – see the earlier photo section. Expansions push onto the edge connector sticking out of the back of the case. There are two screw holes to clamp the expansion to the case. Some expansions have a through connector that allow another expansion to piggy back onto the first one. Be careful, even two expansions can stick out a long way and the connection becomes unreliable.

The photo shows two memory expansions, a mouse interface and a printer connection for standard printers.

Upgrading your PCW

So you've been using your PCW for a while and you want more! Below is a list of the more popular things you can do. You'll need to do your own research to work out how!
All of the following upgrades can be regularly found on eBay.

Convert a PCW8256 into a PCW8512

There are just two things to do to accomplish this.
First, find and fit a CF2DD drive and fit it into the slot as drive B:. You cannot use another A: drive without a lot of work. All the cables are there but NOT the cage and screws.
Second, fit the extra 256KB of memory. The sockets are there – you just plug the eight chips in. However, you also have to tell the PCW about the extra memory. This is done on the motherboard and varies according to the date of manufacture. This increases the size of the M: drive.

Adding even more memory

Adding more memory increases the size of the M: drive – simple as that. Plug an external memory expansion into the back of the screen, reboot and away you go. The limit is 2048KB including the on-board RAM. So, on an 8512, the biggest memory expansion is 1536KB.

Adding a mouse

There were several companies that made a mouse for PCWs. The most popular were the KeyMouse, Kempston and AMX. Check your software first to see which it supports before buying. A standard Windows mouse does not work, only buy an interface if it comes with it's own mouse.

Gotek Floppy Drive Emulators

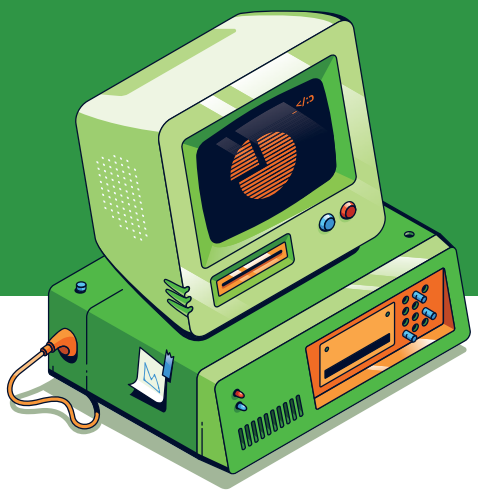
These have become very popular on all retro computers. Remove the floppy drive, replace with a Gotek and use USB sticks instead of hard to find 3" discs.
There are companies doing complete kits for this. If you put one together yourself, be careful. The power cable to Amstrad floppy drives is non-standard and you need to modify it or fit a convertor before installing a Gotek. If you don't – you WILL fry the Gotek!

Using a standard printer

To use a standard printer you will need an expansion that features a parallel port. There were several available and sometimes they come with a serial port and extra memory included in a single unit.

Other upgrades

The following Dutch website lists some of the above plus some more unusual upgrades.
www.fvempel.nl/addon.html



Programming a PCW

Programming a PCW can be done using a number of languages. The CP/M discs supplied with the PCW contain some languages and you should check those out first as they are free!

BASIC

The PCW comes with the Mallard BASIC interpreter. It is on the CP/M discs and is worth using. Manuals can be found by rummaging on the internet!

If you want a BASIC compiler, CBASIC was published by Digital Research the providers of CP/M. Again search the internet for software and manuals.

Machine Code/Assembly Language

The PCW has a Zilog Z80 processor. The Z80 replaced the earlier Intel 8080 processor before the PCW became available. The Z80 supports all the 8080 commands but added many useful commands of it's own. Earlier software written for the 8080 does not make use of the additional Z80 features and should be avoided unless you really want to limit yourself to 8080 commands. Also, the Z80 uses different names for the equivalent 8080 commands so it may not be straightforward changing from one to the other.

CP/M is supplied with ASM and/or MAC assemblers for writing machine code. Both are 8080 only software and you cannot use the Z80 commands.

Microsoft published a Macro-Assembler which supported both the 8080 commands and the Z80 commands. However, programming with this assembler is a multi-stage process and very confusing at first.

Pyradev Plus is a good assembler for writing machine code on the PCW and CPC6128. It is Z80 only and can handle large multi-file projects. It comes with some other useful utilities such as a monitor for finding faults in your programmes. It can produce object code for both PCW and AMSDOS.

Arnor MAXAM II is another good assembler for writing machine code for the PCW and CP/M Plus. Arnor also published MAXAM for AMSDOS on the CPC range, so if you already use that, it is easy to pick up PCW assembly language with MAXAM II. MAXAM II allows you to use the more modern Z80 commands when programming for the 8080 if you like that sort of thing!

Other Languages

Programming software can be found for the PCW that uses other languages including COBOL, FORTH etc

And finally.....

Interest in the PCW range of computers is growing and a number of DIY expansions are available. I hope this document has armed you with enough knowledge to enter the world of PCW with enthusiasm.

I can be contacted on the cpcwiki.eu forum as Richard_Lloyd.

created by NotQuitePhotoshop

FAN ART

ACUC Amstrad cpc user club magazine

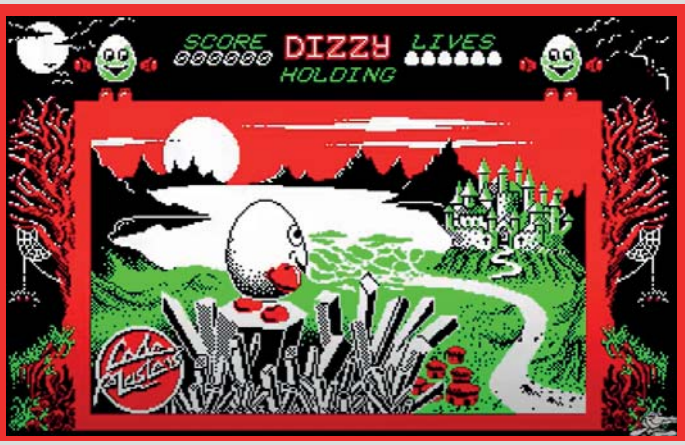
AMSTRAD CPC GAME SOUNDTRACKS

I can say that some games on Amstrad CPC have great soundtracks. but the music of some games is unforgettable for me. The Amstrad CPC music chip has always been compared to the Commodore 64 music chip. I wouldn't say that SID and AY music chips have some advantages over themselves. because music chips produce completely different timbres. The good news is that with RSymbifaceIII we can now play SID music on Amstrad CPC. but our topic is especially the soundtracks played with the main AY chip on the Amstrad CPC.

In each issue, we will announce 3 soundtracks chosen by the magazine. It can be any game, old or new, from 1984 to the present. I even plan to organize various surveys on www.cpcuserclub.com, the Amstradiens facebook group, and the cpcwiki forums. The soundtracks for the first issue are entirely chosen by me.
If we refer to this month's 3 soundtrack rankings, all three of these soundtracks are selected from old games.

1-) Dizzy!
The Ultimate Cartoon Adventure

The game has two separate soundtracks as intro music and in-game music. We choose the game intro music as the best game soundtrack of this issue. It won the title of best soundtrack in the first issue.



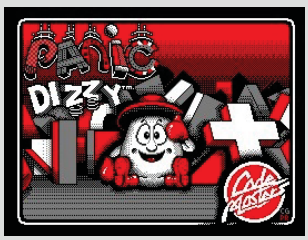
2-) Hurlements

The soundtrack of this game is one of the best game soundtracks I've loved since my childhood. We're choosing the intro music as the second best soundtrack of this month. We rarely see such a distinctive soundtrack on the Amstrad CPC platform.

3-) Glider Rider

The Glider Rider soundtrack is considered perhaps the best soundtrack by many Amstrad CPC gamers. We couldn't do without adding Glider Rider, a well-known and loved game with an amazing soundtrack.

Volkan Atasever aka **DoctorCPC**
Computer Engineer, Academician, Author, Poet, Collector

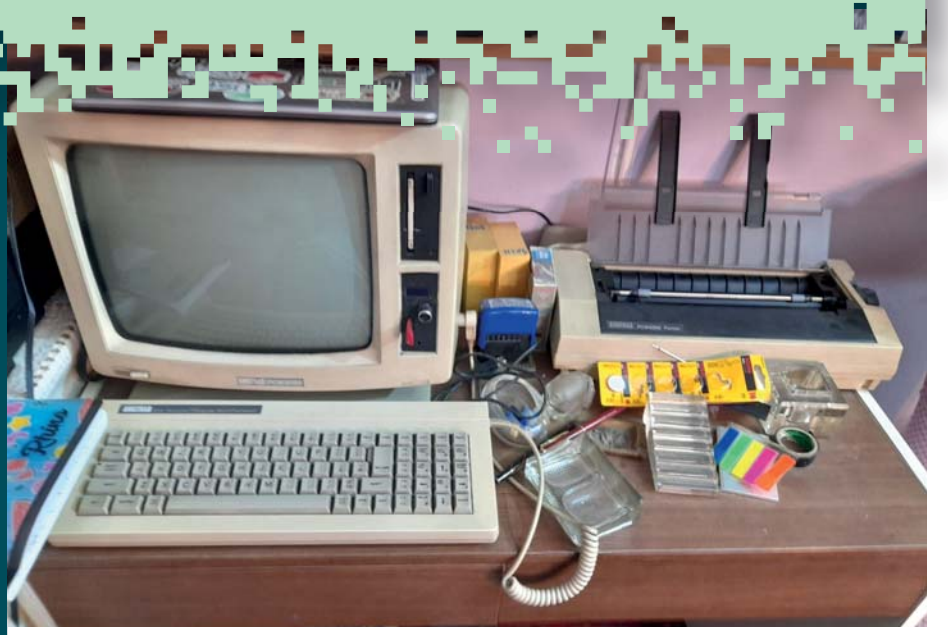


DIZZY RADIO

Amiga, Amstrad CPC, Commodore 64 and Other Home Computers Music

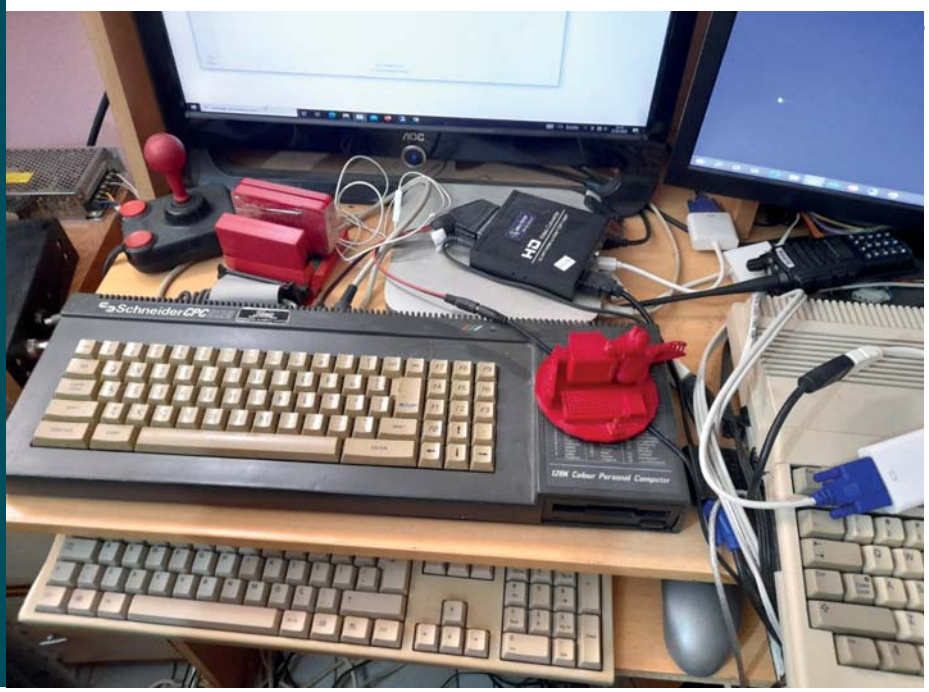
www.dizzyradio.com

DOCTORCPC'S CORNER: AMSTRAD SPECIAL DEVICES



Currently, I have Amstrad E3 Emailer and Amstrad Emailer Plus devices apart from Amstrad computer family. Unfortunately, when I bought Amstrad E3 Emailer devices, they did not have original adapters. I have two E3 Emailer devices. I have attached the adapters of the HP inkjet printer to these two devices. Unfortunately, after a while, cartoon characters started to appear on the screen. they both started working at the same time and working with the same adapters. they gave the error at the same time. Unfortunately, Amstrad E3 Emailer devices cannot tolerate 2 volt difference. it is necessary to check the chips to understand what the problem is. i guess i am facing a problem with video rams. For now, they continue to work aside and shine like a light board.

Another Amstrad device of mine is the Amstrad Fidelity CKX 100 music organ. This device from the 80s still works great. Since it has MIDI outputs, I will run my Amstrad CPC and Amstrad Fidelity CKX 100 music organ together using the midi ports of my RSymbifaceIII card. it will be a great experience.



My other device is Amstrad EX330 Hifi amplifier. When I bought this device, only one channel was working. Unfortunately, as soon as I received it, it broke on the working channel on my first try. He said he couldn't fix it because he didn't have a service booklet. At this point, I bought the service booklet as a PDF from a company in England for 14-15 euros. but unfortunately my mechanic is still trying to fix it. if it gives up i will take it to a much more professional mechanic. because Amstrad brand cassette player deck and Amstrad brand radio deck came with the amp. I then bought a Sony CD player deck. The only thing I'm missing is the pickup deck. maybe if i go a little more fancy, i can get my Amstrad HiFi amp on minidisc deck when it is repaired.

The only thing I'm missing for the dream Amstrad CPC right now is the V9990. if anyone finds it please let me know i need to get one. I think the new CPC hardware is much more efficient than the old Amstrad CPC hardware. I don't need to look at older hardware like MultifaceII in Amstrad CPC hardware. One of my shortcomings would be to buy an Amstrad Fidelity brand video camera and an Amstrad DMP series printer.

Volkan Atasever aka DoctorCPC

hivemapper

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DOCTORCPC GAME CORNER

Hey, Crazy Amstrad CPC Gamer! You are really Crazy because you don't forget this amazing technology because we don't forget Amstrad CPC soul... if life is game, game is Amstrad CPC! So Life is Amstrad CPC. The equation is pretty simple. actually you all know most of the old games. you even follow the newly released games closely. I will tell you a different story for the first time in this issue. yes, this corner is a game corner. I'm going to tell you what game times were like years ago in a different part of the world at the most fascinating time of Amstrad CPC.

Amstrad CPC computers began to appear on the market in Turkey starting from the 1984's. but unfortunately none of the games sold in Turkey were original boxed games. Games came from abroad and were reproduced here, and computer companies used to print their logos on cassette covers and sell them.

Currently, when new Amstrad CPC games come out, I have a great desire to buy them. because the newly released games are still with original boxes and booklets. You can see the pictures of my cassette tapes from those times in my hand in this article. You will see the logos of various computer companies. it still sounded on original cassettes and floppy disks, albeit slightly. my first computer was CPC 464 my second computer was CPC 6128. 3" floppy disks were quite expensive. I still want to buy when I see 3" floppy disks. In my childhood, I had quite a few 3" floppy disks. But it was still too much for most people. If I remember correctly, I had about 25 pieces 3" floppy disks. I didn't want to overwrite new games. because I loved every old game, even. but unfortunately I have never seen a 3" original game. CPC 464 original cassette game at least I've seen and owned. It was a privilege to have these cassettes, even though they were in small numbers on the market.

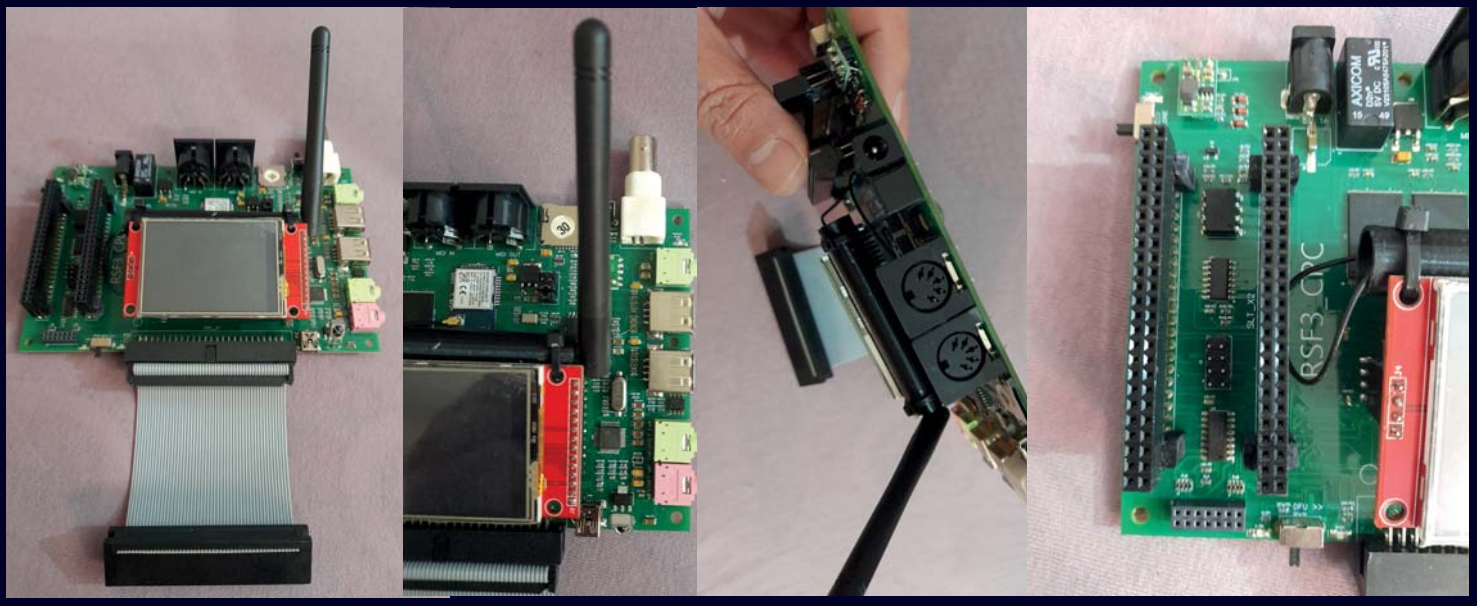
I remember the first games I played. these were Dizzy I and Oh Mummy. Then I played games such as Elevator Action, The Prize, Spannerman. If you want to write in the game corner, you can reach us from our Whatsapp number or e-mail address. Contributions from all Amstrad CPC enthusiasts are welcome. We are a small community and we can stand with you.

Volkan Atasever aka DoctorCPC
Computer Engineer, Academician, Author, Poet, Collector

NEWS

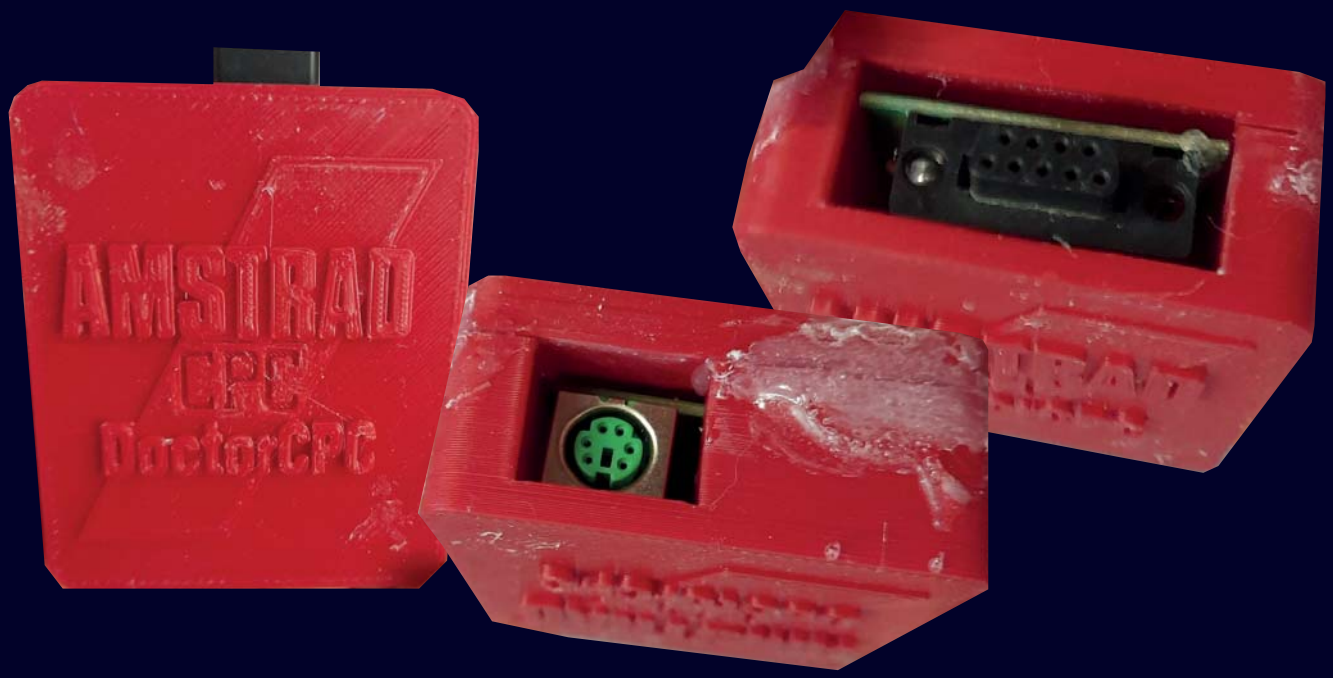
From DoctorCPC

My friends, great things are happening in the world of Amstrad CPC and Amstrad PCW. I said mixed news about Amstrad CPC world. Hans dude so TMTLogic has released an amazing Amstrad CPC board. it's called RSF3. I also placed an order recently. But unfortunately I haven't started to use it yet. I haven't been able to spend much time on my Amstrad CPC because I proposed to my girlfriend. Oh my gosh, will I spend less time on my Amstrad CPC, PCW, NC computers when I get married? this is pretty scary. I'm sure I can balance both. RSF3 is a crazy device. As far as I follow, USIFACII, an inexpensive USB Disk solution for Amstrad CPC, is still on sale.

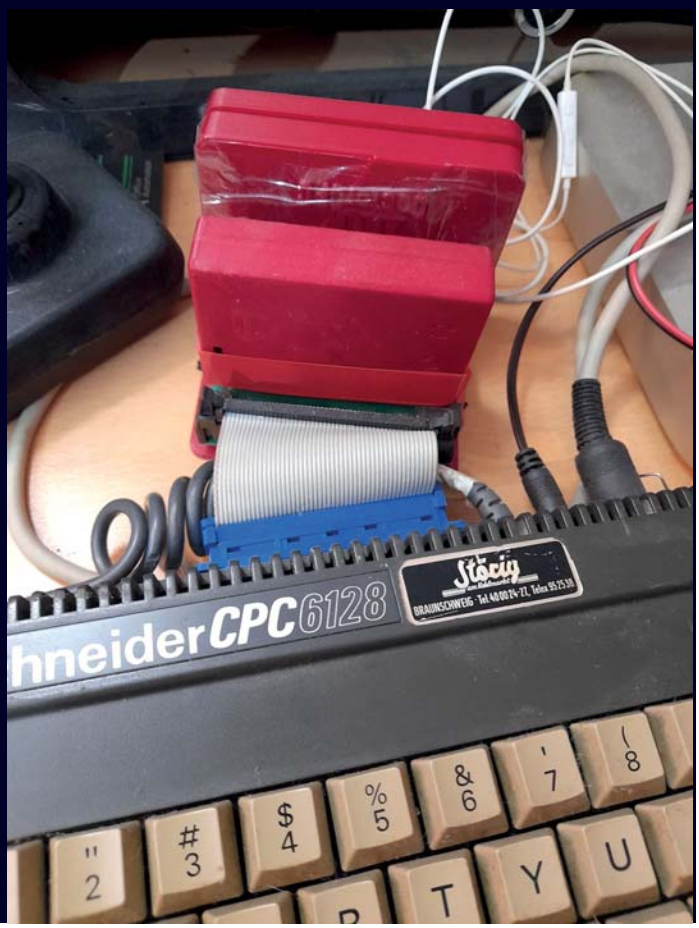


Around 25 euros including shipping, our Amstrad CPC enthusiast friend sends you USIFACII. You can use it on both CPC 464 and CPC 6128. By the way, our Duke friend, who produces M4Wifi, has been having difficulties in producing the cards for a while. The reason he's having trouble is the global chip crisis. Another news came from Spain. The DES Mini, which has been out of production for a while, has been rebuilt and is waiting for its owners to purchase it.

In the world of Amstrad PCW, JohnB continues to produce uIDE8 and uRTC. In this way, you can attach a hard disk to your Amstrad PCW computer and have a real-time clock. it is also compatible with uIDE8 Symbos. only johnb does not have uIDE8, instead he gives you uIDE16, but you use it as uIDE8 with a little hacking. but if you have the PCW 8256 model, you should definitely upgrade your computer to 512K. A company in England still sells this upgrade kit. Although it seems cheaper in China, unfortunately untested and defective chips will cost you more.



For Amstrad PCW 8256, I suggest you get the 512k ram upgrade kit from www.simulant.uk. currently the only company I can find that sells this kit tested.
meanwhile, symbos 3.1 has been released. You can read our interview with prodatron in this issue. symbos 3.1 is really cool. I even saw the Doom game for the new symbos. there is a fact that Symbos with RSF3 is very enjoyable. but besides RSF3, it is much more perfect with v9990. frankly, my dream machine is very close to me. i currently have RSF3, but i missed the last produced v9990 series. I would love to have one.
I want to write you my dream machine. For example, although there is a usb mouse input on the RSF3, I prefer to use a ps2 mouse with a PS2 mouse adapter.



My Dream Amstrad CPC

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Main Computer: Amstrad CPC 6128

RSymbifaceIII (I Have Now)

V9990 Graphic Card (X)

USIFACII (I Have Now)

USIFACI (For Serial Communication)

DES Mini (X)

DMP Printer (I Have Now)

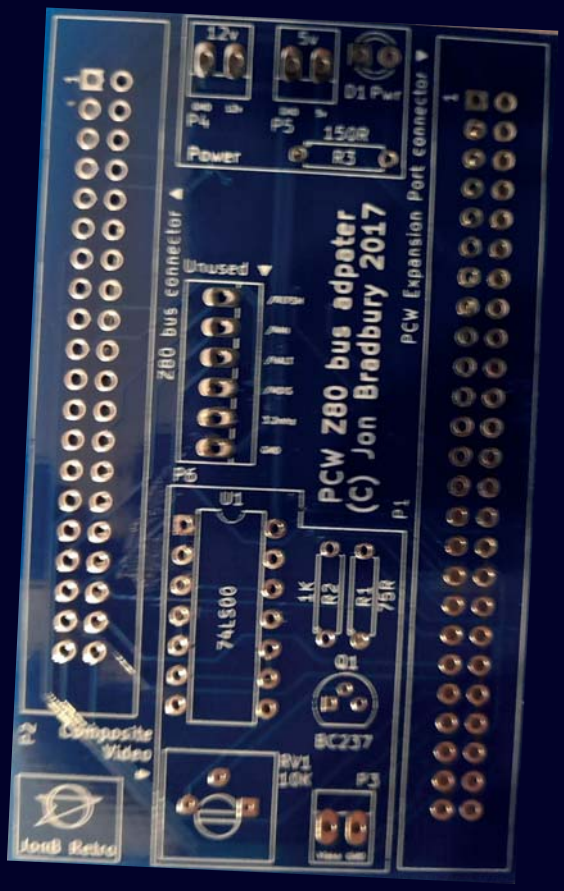
Bryce PS2 Mouse Adapter (I Have Now)

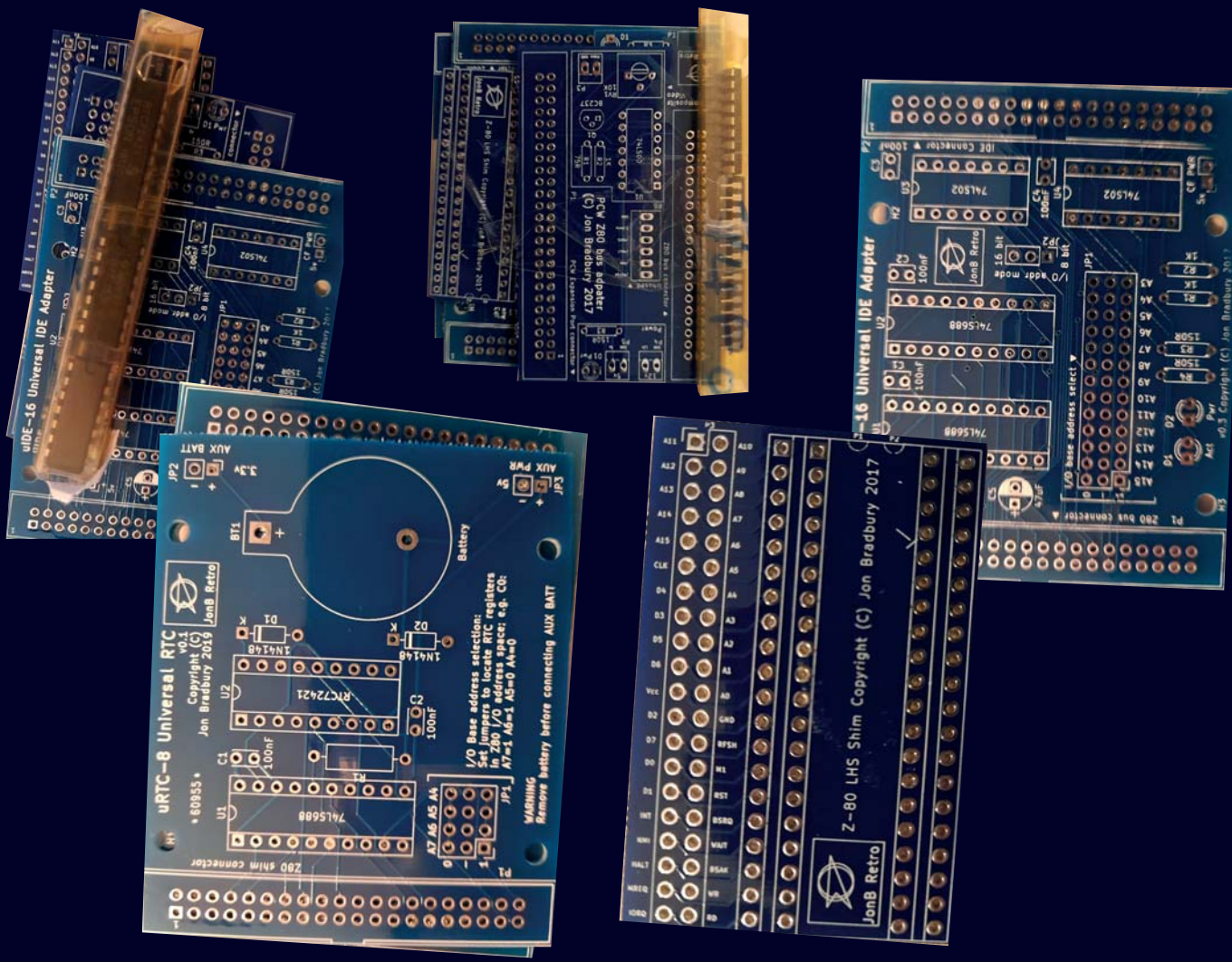
Competition Pro Joystick (I Have Now)

RGB2HDMI (X)

I have a different hdmi converter instead of RGB2HDMI. So I use it with LED monitor. I'm older now and my eyes are very uncomfortable on CTM series monitors.

Note: The hardware pictures you see in this article are my own shot. I shared pictures of my own devices.





Volkan Atasever aka DoctorCPC

Computer Engineer, Academician, Author, Poet, Collector

HARDWARE TIP

3D box model available for RSF3. I printed this model for a friend by 3d printer. It was easily installed after some tinkering. now i have great hardware. I will soon be printing stickers with the Amstrad CPC logo. then i will paste it over the RSF3 box. I'm even thinking of printing it on Amstrad CPC t-shirts. If you want, you can let me know. It's not a bad idea to print t-shirts together, but I'm sure I'll print lots of Amstrad CPC stickers first. In the second issue of the magazine, refurbished old amstrad cpc games 3'5" floppy disks or stickers with Amstrad CPC logo can be sent as gifts. I don't promise this because I have no idea how many people the first issue will reach. maybe it will only reach 10 people, I don't know. but still I will continue to publish the magazine. Long live Amstrad CPC! Hans and TMTLogic are doing great work. So do Prodatron and Symbos. FutureOS is another breath of fresh air. FutureOS and Symbos on Amstrad CPC are a big legend...

Volkan Atasever aka DoctorCPC

Hello, I want to show you that there are at least three plastic moldings of the top of a 6128.
They are different in other ways, but looking at the texts is the easiest way to classify them.
The bottom plastics are also different, but a little harder to spot.
On the photo : At the top, the most common and oldest international model (if I find a different version, I will pass the information on). In the middle, the specific Spanish version. At the bottom, the international version with the latest generation motherboard.
So please, when restoring an old machine, try not to interchange the plastics.

AC2021 retrogaming convention :

This playful retro-computer and retro-coding convention took place in Congis-sur-Thérouanne, France, from Saturday, November 27, 2021 to Sunday, November 28, 2021.
I was able to attend by registering on their RGC (RetroGaming Connection) forum , with a page dedicated to this event.
I was very happy to register for this AC2021 because this convention comes a little to compensate for the lack of public conventions in France, due to the pandemic health context.
Indeed, in the Spring of 2021, one of the largest French retrogaming conventions was cancelled due to the ban on public events at that time.
This cancellation was a blow since already the RGC 2020 had also been canceled for the same reason.

This AC2021, was still on a more restricted place, with limited places, in "closed" convention mode, that is to say that only the registrants were able to attend, and therefore not-open to the public audience. Also with a strict sanitary protocol.
So I had the joy of being able to attend, and see again, colleagues that I had not seen for at least 2 years. Like Olivier from Commodore 64 Mania, Eric Cottencin, Darksteph, Dacobah, Fei, and many others!
You have understood it well this convention as its name indicates it is dedicated to mythical machines like Amiga like Atari, Amstrad or Apple . It is a gathering around the playful computing of the 70s to 90s.
In the past , at beginning, majority Atari setup were there .
For my part I presented an AMSTRADIENS Facebook booth with :
2 Amstrad CPC6128 with their respective monitor (with 1 Gotek and the other with a Dandanator)

1 GX400 and a CRT and its modded Phaser.
Thanks to these machines I was able to show to the present people:
- Toki (Amstrad GGP) Level 4 in Beta version for enthusiasts present on site. (through Danadanator)
- GX4000 homebrew : Octopus Game&Watch (Cyrille AYOR61 code /Titan GFX /SuTehK SFX) (Oldschool version presented only / version in the final phase)
- Version 0.3 of CPC Bullet (Cyrille AYOR61 speed code/Titan GFX /Mr Lou Music) (complete graphical redesign, improvements, additional levels)
- GX4000: Skeetshoot on CRT.
- GX400 : Abduction of Oscar Z in GX4000 version with TV display corrections (almost all finalized),
- GX4000: Renegade rebadged as an Alpha version Demo only.
The feedback and sharing with everyone present were extremely fruitful.
These 2 days allowed us to share know-how and impressions on the Amstrad stage and to share our passion with other enthusiasts of other machines.
This mix of all communities is important on collective emulation, and it helps to continue all the work in progress!
Lots of positivity for upcoming events!

Cyrille AYOR61-

NC100

The computer that could

In 1992, when the Amstrad NC100 was released, it was a purpose-built computer meant to be light and easy to use on the go. Even though it was overtaken by the IBM PC it is still a capable and lightweight word processor that can easily be used on the go.

Connectivity

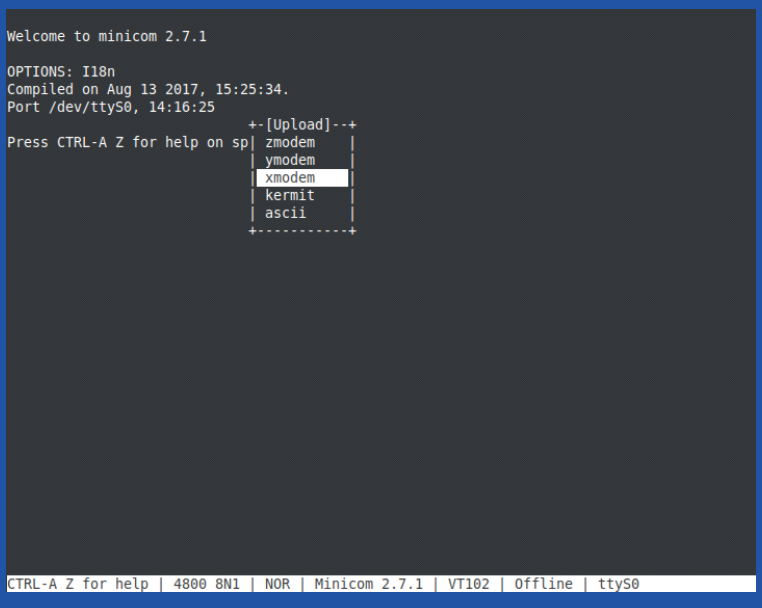
One of the big issues, when working with retro computers, is how to get data to and from them. Many of them use proprietary and obsolete storage mediums and they were never really meant to be connected to other computers.

The Amstrad NC100 is different in this respect. It is equipped with a standard RS232 serial port and is able to communicate at up to 9600bps. The port was there to enable the NC100 to communicate with the world around it, either through a modem or through a direct serial connection to another computer.

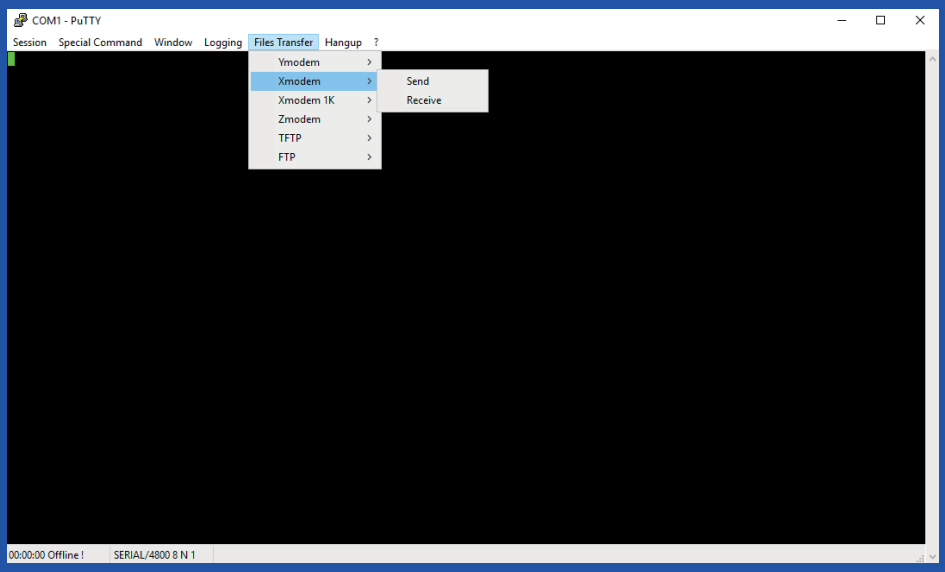
Even now, in the 2020's, it is easy and cheap to acquire a USB-to-RS232 adapter and a null-modem cable and with that you are ready to communicate with the NC100 and transfer any file to and from.

Communication software

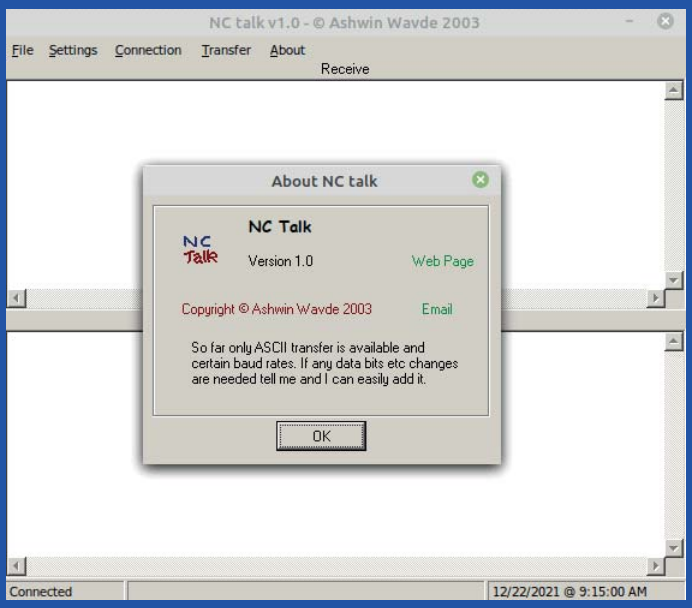
As I use linux as my main operating system, I have been using a program called minicom to communicate through serial with my NC100. The minicom program supports sending and receiving files both through ASCII/raw and XMODEM.



For Windows, I have found a fork of putty called ExtraPuTTY (https://extraputty.com) it also supports sending and receiving files with both ASCII/raw and XMODEM protocol



It is not necessarily the easiest interface for sending and receiving files, but both programs are being actively developed and both programs work on modern operating systems. Unfortunately I have no way of finding/testing software for Apple products, but I am sure it would be possible to find a terminal program that supports XMODEM protocol.



There are a few old programs developed specifically to transfer files to and from Amstrad NC computers. At https://ncus.org.uk/utils.htm it is possible to find the NC Talk utility that seems to work in Windows 10 as well as wine on linux. It does not support the XMODEM protocol.

There is also an old German language DOS program called NC100.EXE that can be found at https://cpcwiki.eu/index.php/NC_Series#Downloads this can be used inside DosBox.

I have not personally confirmed that the mentioned software works except for minicom.
When using the XMODEM protocol, I have had best luck when running at 4800 bps instead of 9600 bps and looking at NC100.exe it also uses 4800 bps.
I was thinking that the problem was with my own Amstrad NC100, but since the NC100.exe software also wants to run at 4800 bps, I am thinking that the NC100 might not be able to handle the overhead of the XMODEM protocol at 9600 bps. It works fine to run at 9600 bps when transferring ASCII/raw.

What to transfer

I use my NC100 on a regular basis to take notes when I am at meetings, this also means that I copy documents from the NC100 on a regular basis. I transfer them as pure text as I do not need to have any kind of formatting and it works like charm.

At first glance it does not look like it is possible to transfer the NC100 Address Book through the serial port, but it is.
Go to system configuration by pressing the "Secret Menu" button
Set "Document date/size display" to anything but "Not shown".
Back in the file list you will now have a file called "ADDRESS BOOK" and this file can be transferred through the serial port like any other document.
To transfer the Address Book to the NC100, you simply press "Secret Menu" + T and select to receive the Address Book.

I also do development for the NC100, but find it much more convenient to program in a modern day editor so I often transfer my BASIC or binary programs to the NC100 through the serial cable.

Binary programs (compiled from assembler) can be run from the BASIC screen simply by loading it to memory with *LOAD programname xxxx where xxxx is the hexadecimal address the program should be loaded to.
After that it can be run with CALL &xxxx where xxxx is again the hexadecimal address where the program is stored.

When BASIC programs are transferred to the NC100, they are stored as normal documents. In order to get them interpreted as BASIC programs the following command must be run:
*EXEC myprog.bas.txt
Afterwards it can simply be saved as any normal BASIC program:
SAVE "myprog.bas"

Conclusion

In an unrelated matter, I took my NC100 apart and had a look at the LCD display in hopes that I could somehow add backlight to it. Unfortunately I damaged the ribbon cable so my NC100 is currently not working. A new ribbon cable is in the mail and I fully intend to get my NC100 back to working order as soon as possible. I really enjoy using it for notetaking and even as a development target. - Enjoying the fact that a 30-year old computer can still communicate with other computers without any proprietary hardware.

Jimmy Dansbo
jimmy@dansbo.dk

DUNE
THE SPICE OPERA
created by Katoyama9
FAN ART

Amstrad CPC User Club! We Support **Amstrad CPC/PCW/NC/GX**!
Our first news was on 18.06.2021, our website was opened. Our Whatsapp group has existed since 2019. but now we have decided to use English completely.
if you want to join our CPC User Club Whatsapp group, you can write to our whatsapp number. firstly you can introduce yourself shortly.
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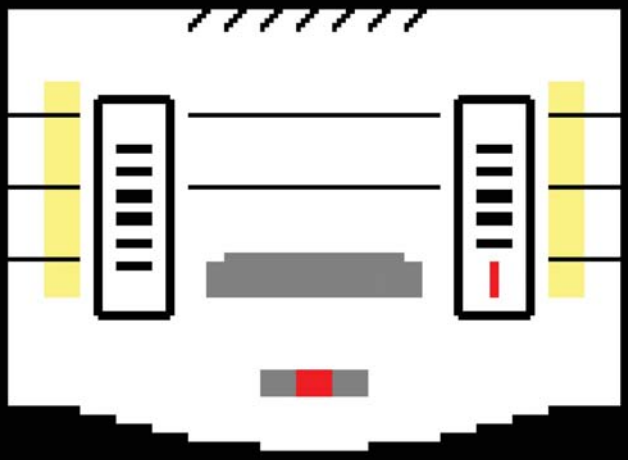
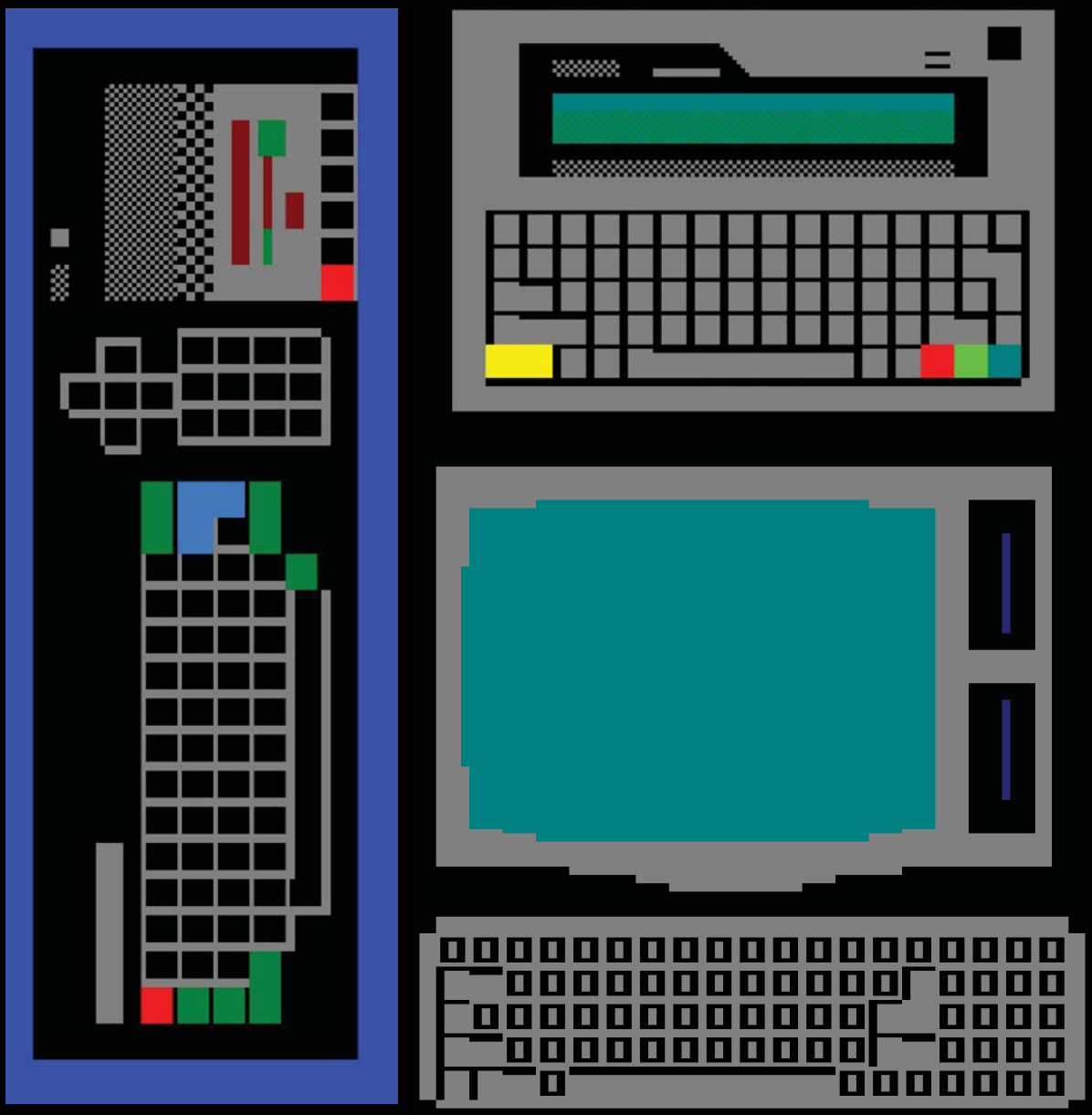


MADE ON AMSTRAD CPC



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